



Volume V, #1

BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---

NEW VOLUME, NEW GAMES!

FREMEN TAKE DUNE!



8 Jan 95

Yes, Volume V is here and with it come new gamestarts. With peace negotiations beginning in "Boris VI", it's time to pick up sides for "Boris IX". Signed up are Whitehair, Osborne, and Aafeld, but we obviously still need four more. I need country preferences from these and anyone interested in playing.

The "Clearwine" Bourae will open in conjunction with "Boris IX" if there is enough interest. The same rules will apply as in "Baldhome" except that currency values will also rise (or fall) an extra \$-05 for every foreign supply center captured (or lost) and change \$-10 for every home center.

"Dilgamesh" has entered Epoch VII, so should finish next month. Signed up for "Jahullana", the next HISTORY OF THE WORLD game, are Weiss, Farrow, Zodda, and Carpenter with two or more openings available as Carpenter's mini-sub has expired. From these I need color preferences and votes on the optional rules given on p15.

Congratulations to Wayne Morrison for his second consecutive DUNE victory, both as the Fremmen. We'll entertain the possibility of another DUNE game. Andersen, Weiss, Osborne, and Byrden are signed up. We need two or three more (Bene Tielazu 7-player variant anyone?) Send your faction preference list. Fremmen set up, and BO prediction and your votes whether alliances should be allowed or allowed to win.

Interest seems lacking in a KREMLIN sequel, so we'll shelve that for the moment.

We'll start a basic game of MERCHANT OF VENUS next time, so I need preference list for races from Guist, Puffenberger, Wordelmann, Chinnery, Weiss, and Osborne. Others may apply in case these worthies decline. If we don't get four players, we'll probably try to start a MAGIC REALM game (minimum six players) or 1829 (minimum of 4 players), probably N; same rules as S, just different board, RRs, and perhaps tile distribution.

HISTORY OF THE WORLD players should note my list of abbreviations on p 18. I'll be using them to condense the game reports.

SUB PRICE INCREASE: Effective this issue, the sub price is raised from \$9/yr to \$10.50/yr. The purely e-mail sub remains \$1/yr. Existing subscriptions will not be affected except for issues past Vol V, #12. Don't thank me, thank the USPS.

ALTERNATE ALERT: Ressarday has NMR'd again. Available are the French portfolios in "Boris VI" and "Boris VIII", come one, come all. In order to discourage vote fraud, any applicant for the "VI" position must vote "No" to all proposals this season.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: One whose general is capable, and not interfered with by the ruler will be victorious.

--Sun-tsu

The *Zine Register*, hobbydom's semiannual review of all known gaming 'zines in North America and most of the world is due out in March. This is an excellent source to go shopping for a place to play your favorite game. And the editor is encouraging everyone to send reviews, opinions, what have you, of the 'zines you see. Tell him what you like or dislike about *Boris The Spider*, *CDD Medical Journal*, *Cognoscenti*, *Making Love in a Canoe*, *Perelandra*, *Pontefredra*, *Protacea*, *River City Railroad Gazette*, *S.O.B. Standard Gauge*, *Vertigo*, *Won't It Be Sea*, *Zero Sum*, or whatever other 'zine you get. See p 17 for details. (How was that for subtle plugg?)

Tom Pasko's *CDD Medical Journal* is looking for some PAX BRITANNICA players.

BOOS & KUDOS

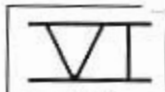
This month's Madame Bolduc Press Excellence Award goes to Mark Prueh for his "Kremlin" end-game statement.

This month's Mr Nar Super-Suday Bomb goes to Tony Ressarday for his double NMR.

DEADLINE FOR ALL GAMES IS NOON (CST) 4 FEB 95



Peace Proposed French Mutiny! Spring 1911



199485

WALL STREET JOURNAL--Peace talks are set to begin in Washington to end 10.5 years of bloodshed in Europe. Austria will certainly demand important concessions, but her tactical situation is weak. The rogue Russian F ION has NAP and TUN defenceless, the British can readily delay Austria's Atlantic fleets until her own F DEN and HOL can be brought to bear, and even that lonely French fleet threatens to undermine Austrian threats on BRE. The coming votes shall be interesting, particularly if the French sailors refuse to let their President attend.

TROOP MOVEMENTS

Austria retreats A Gal-Boh. Russia retreats A Ber-Pru. Austria builds A TRI and A VIE. England builds A LON and F LPL. Russia tears A FIN and F BOT.

AUS (Morrison): A Gas-Par, F Por-Mid, F Spa(sc) S F Por-Mid, A Ber S A Sil-Pru, [A Bur-Mun], A Sil-Pru, [A Bud S A Ser], A Ser S A Bud, F Gre S F Eas-Aeg, F Eas-Aeg, A Mar S F Spa(sc), [A Boh-Gal], A Tri-Ven, A Vie S A Bud;

ENG (York): A Bel S A Lon-Pic, [A Kle-Mun], F Den-Hal, F Eng C A Lon-Pic, F Bar-Nrg, F Swe-Den, F Nth-Hol, F StP(sc) H, A Lon-Pic, F Lpl-Iri;

FRA (Rezzarday): NMR! F Lyo H(u).

RUS (Anderson): A Ukr S A Rum, A Rum S A Gal-Bud, A Pru-War, [A Gal-Bud], F Aeg-Ion, A Mos-Sev, F Con-Sny, A Bul S A Rum.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nap = no such place; nsu = no such unit; oth = off the board; otm = unit on the move, r-??? = unit is dislodged; u = unordered.

An Austrian/English Draw, an Austrian/English/Russian Draw, and a concession to Austria have been proposed. Submit your votes with your orders. NMR = "Yes" to all. No vote received is an abstention. A single "nay" vote will defeat each proposal. If none or two or more pass, we continue. The proposals will take effect after the Fall turn, so a win by conquest is possible.

Due next time are votes and orders for Fall 1911.

EMBASSY BEAT

VIENNA: The Austrian forces are sidetracked with the French homelands and their commanders will be reprimanded unless they turn their attention to the real threat, the Russians and cheap American beer and wine.

ALDA-CHUR

SPRING 1911 ACTION:

RVE sells 75 rubles and buys 60 pounds (\$9+600-600 = \$9)

Company	\$	Kroner	Pounds	Francs	Rubles	Value
RVE	9	200	100	0	0	\$4009
NEWBOT	4	192	0	0	74	\$3476
WOMEX	1	0	333	0	0	\$3331
PRB	0	0	331	0	0	\$3310
USED	0	183	20	0	0	\$2929
RETW	2293	0	0	0	0	\$2293
FROG	10	73	0	0	0	\$1695
CCH	1	80	0	0	0	\$1201
MT	0	0	0	0	0	\$ 0



Whither France? Austria Thwacked!

VII

Spring 1906

1994 AT

ERRATA: Germany cannot build since she has no open home centers.

MURKWOOD: It looks like France will be the odd man out as some semblance of Anglo-German cooperation finally is manifested, however Italy's invasion of the Atlantic could well turn Albion's eyes seaward. So just where is French A BOH headed anyway? Is there a latter day Napoleon prowling Europe under the tricolor? Meanwhile Russia and Turkey continue to dance upon Wormtongue's hapless successor.

TROOP MOVEMENTS

Austria retreated F GRE nth. Austria builds A TRI, France disbands A BRE.

AUS (J. Shacklett): (A Ser-Rum)(r-777), (A Bud S A Ser-Rum), A Wer-Ukr, (A Tri-Vie);
ENG (Hanna): F StP(nc)-Nwy, F NAF H(cu), F Iri-Eng, F Eng-Pic, (F Wes-Mid)(now);
FRA (Preuh): A Gas-Bur, A Tri-Boh, A Bur-Ruh;
GER (Marrissent): A Ber S A Mun, F Bel S ENG F Eng-Pic, F Den-Bal, A Swe H, (A Mun S A
Kie-Ruh)(now), A Kie H(cu);
ITA (Yark): F Spa(ac)-Mid, A Mar-Gas, A Ven H, F Wes S F Spa(ac)-Mid, F Tyn-Tun, F
Iem S F Tyn-Tun;
RUS (Carbonneuf): (A Vic-Bud), A Sev-Mos, F Bal-Boi, A Rum S TUR A Bul-Ser;
TUR (Anderson): A Bul-Ser, F Bta-Cen, A Con-Bul, F Aeg S F Smy-Eas, F Smy-Eas.

Orders in brackets fold; d = unit destroyed due to lack of valid retreat; imp = impossible;
neu = not own unit, nso = unit not so ordered; nap = no such place; nau = no such unit;
sld = off the board; stm = unit on the move, r-777 = unit is dislodged and must retreat; u
= unherded. Austrian A SER must retreat either nth or to ALB or GRE.

Due next time are the retreat and orders for Fall 1906.

EMBASSY BEAT

BUDAPEST: The Austrian government regrets to report that Russian New Year's visitors have forgotten their manners in Vienna and require the Austrian army to bolster riot squads in the city. "Surely they should remember to sip their beverages instead of gulping," one matron has been quoted saying.

BORIS WORLD PRESS REVIEW

Soldheim Bugle-Prosecutors believe they can wind up their case against Peoples Revolutionary Bank President Arad Gibil who is on trial for alleged insider trading. Mr Gibil's attorney, Herrek the Berserk, better known throughout Glorantha as "White Bear", maintains the the Prosecutor has manufactured this case out of thin air in reprisal for his client refusing to pay "protection" money to the Prosecutor's cronies.

CLASSIFIEDS

A.G. to Prince Argrath: Remember who financed that last raid of yours into Tarsh. Our mutual friends in Prax are taking notes.

BOLDHOME

Spring 1906 Action

PRB sells 500 francs, 500 lira, 500 rubles, and 500 piasters. (\$2036+550+465+545+505 = \$4701).

RVE sells 500 crowns, 500 pounds, 500 francs, 500 lira, and 500 rubles then buys 3500 marks (\$25+490+510+550+465+545+2225 = \$3865).

	US	AUS	ENG	FRA	GER	ITA	RUS	TUR
FAL 05:	1.00	0.98	1.02	1.10	0.89	0.93	1.09	1.01
SPR 06:	1.00	0.95	0.97	1.00	1.14	0.83	0.99	0.96

	US	AUS	ENG	FRA	GER	ITA	RUS	TUR	Value
Corp									
PRB	4701	0	0	1725	0	500	1600	1100	\$9481
RVE	360	500	1000	500	3600	2000	500	0	\$8440
Par	0	1000	1000	1000	1000	1000	1000	1000	\$6820
ETE	0	1000	1000	1750	500	500	500	1750	\$6810
TPB	31	1500	700	1100	1300	300	300	1600	\$6769
CLOWNS	12	1900	2100	0	1100	0	2000	200	\$6667



FRENCH RIOT! WORMTONGUE STABS RUSSIA!

VIII

Spring 1983

1994 AU

CLIFFHANGER--The French, fed up with M. Rocard's do-nothing policy on the war of course call a strike (and mandatory riot) to protest the inaction. Result: more inaction. Go figure. Lucky for them the English are engaging the Russians who are fighting a two-front war against the Brits in the North and the rapidly disappearing Turks in the South. And it would seem that too much time in the harem has addled the Grand Turk's brains. But for the French paralysis, Italy might have slipped into the Atlantic and begun full scale looting of the French and English Atlantic coasts. And since Russia is tied up in the North and the South, who do you guess is gnawing the Russian middle?

TROOP MOVEMENTS

France is NMR so GM retreats A BEL oth. Russian A ARM retreated to SYR. Turkey retreated F AEG oth. Austria builds A BUD and A VIE. England builds F LPL. Germany builds A BER. Italy builds A VEN and F ROM. Russia builds A WAR.

AUS (Pryling): A Bul S A Bud-Rum, A Sil-War, F Ore-Aeg, A Boh-Sil, [A Mun-Ber](r-??), A Bud-Rum, A Vie-Gal;
ENG (Anderson): A Nwy-Fin, F StP(nc) H, F Lon-Eng, F Nth-Nwy, F Lpl-Ire;
FRA (Rocard): NMRI A Bur H(u), F Mid H(u);
GER (Carbonneau): A Hol-Mie, A Ruh S A Ber-Mun, [F Den-Bal], A Ber-Mun, A Bel-Pic;
ITA (Zodda): A Pie-Mar, A Mar-Gaw, [F Spa(oc)-Mid], F Aeg-Ion, A Ven-Tri, F Rom-Tyn;
RUS (R. Fisher): A Syr-Smy, A Rum-Ber, F Con S A Syr-Smy, [F Bot-Bal], [A Sw-Den], A War-Pru;
TUR (Morrison): [A Ank-Arm], A Arm H(u), [A Smy S A Ank-Arm](nas)

Orders in brackets [alt]; d = unit destroyed due to lack of valid retreat; imp = impossible; nas = unit not so ordered; nsp = no such place; nsu = no such unit; oth = off the board; oim = unit on the move; (u) = unit unordered. Austrian A MUN must retreat oth or to BOH.

Due next time are retreats and orders for Fall 1983.

EMBASSY BEAT

BERLIN to VIENNA: Why attack your natural allies?

ITALY to AUSTRIA: I Re cannot find words to express his gratitude to the Archduke for his gracious offer to train our weak-minded soldiers in global hegemony at his winter palace in TRI. Hopefully I will be a quick learner and be of greater assistance to you than I was as your humble and obedient stooge.

BORIS WORLD PRESS REVIEW

Reich Herald (Berlin): Trade Ministry announced agreement signed with London for trade, but regret lack of talks with Austria.

CLASSIFIEDS

Hunting bears in the mountains is so exciting.

It would be more exciting if you were in the same mountains as the bears.



Ivanhoe/Pardon/Sofia



BRITANNIA

Turn 4



The Cast:

PURPLE: Paul Ziecke
GREEN: Chuck Hanna

BLUE: David Anderson
RED: Wayne Morrison

Errata: The Romans (and thus Purple) have 30 VP.

The Board:

ROMANS: F @ Cheshire, Devon, Downlands, Dyfed, Essex, Gwynedd, Kent, March, N Mercia, S Mercia, Suffolk, Sussex, Wessex. 2A.F @ Cumbria, Dunedin, Powys, York. 2A @ Norfolk. 9A.F @ Lothia.

BELGAE (1.5): 2A @ Lindsey

WELSH (2.5*): 1A each @ Cornwall, Gwent; 2A each @ Clwyd, Hwicce

BRIGANTES (0*): 2A each @ Galloway, Strathclyde; 1A @ Pennines.

PICTS (2.5): 1A each @ Dalraida, Mar; 2A @ Alban; 4A @ Caithness

CALEDONIANS (2): 1A @ Hebrides

IRISH (0): 3R @ Atlantic

SCOTS (0): 1R @ Irish

JUTES (0): 2R @ Channel

SAXONS (0): 3R @ Channel

ANGLES (0): 3R @ Frisian

TURN 4

ROMANS: 1A Cumbria-Cheshire, 2A Dunedin-York, 1A Lothian-March, 1A Lothian-N Mercia, 1A Norfolk-Kent, 1A Norfolk-Sussex, 1A Powys-S Mercia, 1A Powys-Wessex, 1A York-Essex, 1A York-Suffolk.

BELGAE (1.5): Grow 0.5 Population Pt. Hold.

WELSH (2.5*): Romans allow 2.5 Population Pt growth. Grow 1A @ Gwent. Move 1A Hwicce-Avalon.

BRIGANTES (1): Romans disallow growth. Hold.

PICTS (2.5): Grow 2 Population Pt. Grow 1A in Dalraida. Move 1A Caithness-Orkney, 2A Caithness-Skye.

CALEDONIANS (2): Grow 0.5 Population Pt. Hold.

IRISH (0): 3R @ Atlantic-Avalon (3,2,1; 6; 4,4,4; 6,1,4 -1 Wel, -1 Ir). Leave 1A, 1R return to Atlantic.

SCOTS (0): 1A @ Irish-Moray.

JUTES (0): 2R @ Channel-Devon (5,3,5; 3,3; 2,5 -2 Jut).

SAXONS (0): 3R Channel-Sussex (3,3,1; 2,5 -1 Sax). 2R return to Channel.

ANGLES (0): 3R @ Frisian...

We'll halt here since the Angles' orders don't make sense in view of the Roman deployment and their victory conditions. Due next time are the Turn 4 orders for the Angles and all of Turn 5. The Score below reflects what the Score at the end of Turn 4 would be if the Angles do or accomplish nothing. Irish, Scots, Jutes, Saxons, and Angles reinforce. Baste: Picts, Caledonians, Irish, Scots, Jutes, Saxons, Angles

SCORE: Purple 31, Red 16, Blue 9, Green 6.5.

The Board: (Turn 5)

ROMANS: F @ Devon, Downlands, Dunedin, Dyfed, Gwynedd, 1A & F @ Cheshire, Cumbria, Essex, Powys, S Mercia, Kent, Lothian, March, N Mercia, Suffolk, Sussex, Wessex. 2A.F @ York.

BELGAE (2): 2A @ Lindsey.

WELSH (2*): 1A each @ Cornwall, Hwicce; 2A each @ Clwyd, Gwent

BRIGANTES (0*): Leader, 2A each @ Galloway, Strathclyde; 1A @ Pennines.

PICTS (1.5): 1A each @ Caithness, Mar, Orkney; 2A @ Alban, Dalraida, Skye.

CALEDONIANS (2.5): 1A @ Hebrides

IRISH (0): 2R @ Atlantic, 1A @ Avalon

SCOTS (0): 1R @ Irish, 1A @ Moray

JUTES (0): 2R @ Channel

SAXONS (0): 5R @ Channel

ANGLES (0): 3R @ Frisian?, 3R @ Frisian

LEGEND: A = army, C = cavalry, F = fort, L = leader, R = raider, (#) = population points, r-??? = retreats to ???, * = has submitted, _ = roll by/against a legion defending a fort.



KILGAMESH

EPOCH W/W
PURPLE PERSECUTES BLUE!



EMRATA:

THE CAST:

Scott Cameron (Black + B)
Chuck Hanna (Azure + A)
Wayne Morrison (Purple + F)

Mark Fruch (Green + G)
T.J. Klamutin (Orange + O)
Michael Teuk (Red + R)

BOARD:

A1: GLA, GPI, Haa, Huk(C); A11: Coa A111: Irc(2); A1V: Bal(c), Sap(c), ME; A1V: Cey, EDr(M),
EGH(c), M, GaD, GaV, GPC(M), Hin, Kor, Lin(M), Mon, Saa, Tar, Tur, Uln(M), WDe, Wz,
WGH, Yaa; A1V: Cha(C), Me(c), M, SIK, Yan.
B1: Gak(C), B11: Pal(c), F, Pin, B1V: LRh, NEP(2).
G11: BSh, Sib(c), F, WGA; G1V: Eln; G1V: LT(M), PPI(M), PSD, UT(M), Zag.
O1: Coa, SA1, Tur, O11: Cam(C), Gui; O111: Irc(2); O1V: Dan, Dne, ESl, WSh; O1V: Alb(NL,
CEu(C), M), Dal, Nap, NGA.
P11: Nig(c), F; P111: Cre(c), Mor; P1V: Sum; P1V: CMA, Saa, Wba.
R11: Mal(c), F, Pyr(2), F, Sha(2), C, F, Wb; R1V: Arn(C), M, EAn, Lev(M), Lib, MTI, Nil, Nub, UNL,
WAn.
F1111: A11(1P), EMS(1A), Wb(2P), Red(1R), SCS(1Q), Sol(2A), WMS(1A).

Score: A(152), R(100), G(102), O(101), B(89), P(89)

EPOCH VI (concluded)

TIMARD EMRATES (O): Play "Empire Revives": 1A @ Alb, CEU, NAP. Play 1A,C,M @ Tur (1A V r-
Tur), 1A @ Tur (3,2,5,2; 5,3,6,3; 4,2,4,1; 6,6,4,1; 3,1,4,1); 2,1,2,2; 3,2,2,1 -30V1,2AV), 1A @ Hin
(5,3,3,1; 4,3,5,2; 6,4,2,1 -10V1 -1AV), 1A @ Uln (1,1,5 -10V1). Score: 101 + C(3x2) + M(3) +
China(P=3) + India(P=3) + S Eur(P=2) + N Eur(D=4) + SE Asia(P=2) + Eurasia(P=2) + N Am(P=1) +
S Am(P=2) + SS Afr(P=1) = 120.

ATTECS & INCAS (B): Play "Safavids": 1A,C @ PSD (10V r-Zag), 1A @ Uln (4,3,6; 5,4,5; 5,5,1
-1B11,1AV). Play "Civil Service": 1A,C,M @ Nan, 1A,C @ Mex, 1A @ Pal, PSb, Dec. Score 99 +
C(3x2) + c(1) + M(2) + Mid E(P=2) + India(P=3) + S Eur(P=3) + N Eur(P=2) + Eurasia(P=1) + N
Amer(D=2) + S Amer(D=4) + Sub Afr(P=1) = 126.

PURTAGA (R): Play "Black Death" in India and Eurasia: Cey(4), EGH(1 -1AV), WGH(4), WDe(3),
EDe(2), Lin(4), Uln(4), Hin(2), GaV(8), GaD(4), Mon(2), ESl(5), WSh(5), Tur(1 -10V1), Dni(5), NEP
(3,5). Play 1A,C,M @ Wb (1-1B11), 1F @ At, 1A @ Bra, 1F @ Ind, 1A @ EGH-cl, 1A @ EAT. Play
"Siegecraft": 1A @ Sib(6,4,3 -1G11,C,F), 1A @ CMu (2,1,2,3; 4,4,6,4; 6,5,6,3; 6,5,6,3; 5,1,5,5;
6,1,3,1 -1PV,1RV), 1A @ WGA (5,1,1 -10H). Score: 106 + C(3x2) + c(1) + M(4) + S(1) + Mid
E(D=4) + N Afr(C=6) + India(P=3) + S Eur(D=4) + N Eur(P=2) + SE Asia(P=2) + S Amer(P=2) + SS
Afr(P=1) = 142.

SPAIN (F): Play "Leader": Play 1A,C,M @ Pyr (-3R11,F), 1A @ Wb (6,4,3,2 -1RV1,C +c), 1F @ WMS
(4,4,1 -1AF), 1A @ Sap (3,3,3,3,2 base leader 5,4,3,1 -1AIV,c), 1A @ Bra (6,4,1,1 -RV1), 1F @ Cur,
1F @ Ind, 1A @ SA1 (6,4,3,1 -10H), 1A @ Ire (4,3,6,1; 5,3,5,2; 3,2,6,6; 6,1,6,2; 6,5,5,4; 6,2,6,4;
5,2,5,1; 5,1,6,4; 5,4,4,1 -4PV1,2A11), 1F @ Red (6,2,6 -1RP). Score: 89 + C(1x2) + c(3) + M(3) +
D(4) + S Eur(D=4) + N Eur(P=2) + SE Asia(P=2) + N Am(P=1) + S Am(P=2) + SS Afr(P=1) = 113.

MAGWALS (G): Play "Disaster at Sea" on EMS (-1AF). Play 1A,C,M @ GaV (1A V r-Uln), 1A @ Uln
(4,2,6; 4,1,4; 4,1,2; 2,1,3; 1,1,5; 3,1,2 -3GV1,2AV), 1A @ Uln (3,1,1 -1B11), 1A @ PSD (4,2,5,1;
5,3,4,1 -1GV1,1B11,C +c), 1A @ Hin (4,2,5; 6,5,2 -1GV1,10V1), 1A @ Tur (-C +c), forfeit 1F. Score:
102 + C(1x2) + c(2) + M(6) + Mid E(P=2) + Ind(P=3) + N Eur(P=2) + SE Asia(P=2) + Eurasia(P=1) =
122.

Score: A(152), R(142), O(180), B(126), G(122), P(113)

EPOCH VII

RUSSIA (P): Play "Japan", 1A,C @ Hen (1A1 r-Hok), 1F @ Sol (6,1,2; 4,3,7 -3AF), 1A @ Hok (5,6,6;
6,3,3; 5,4,1 -1P11,2A1,C +c), 1A @ Kor (4,2,4; 3,1,6 -1P11). Play 1A,C,M @ NEP (-2B1V), 1A @ WSl
(6,2,5 -10V1), 1A @ Tur (6,4,4 -3GV1,c), 1A @ Tur (6,1,2,1 -10V1), 1A @ Hin (2,1,6,2; 5,2,6,3;
5,2,4,1 -2PV1,1GV1), 1A @ Cou (5,5,2 -1A11), 1F @ B1a (-F At), 1A @ BSh (6,4,6; 2,2,3; 4,3,4;
6,4,4 -1PV1,1GV1), 1A @ LRh (4,1,6 -1PV1). Score: 113 + C(3x2) + c(4) + M(3) + S(6) +
China(P=3) + India(P=3) + S Eur(D=4) + N Eur(P=4) + SE Asia(P=2) + Kurania(D=4) + N Amer(P=3)
+ S Amer(P=2) + SS Afr(P=2) + Nip(P=2) = 161

MANCHU DYNASTY (B): Play 1A,C @ Man. —

Due next time are orders for the rest of the Epoch. Those following Scott's Manchus will be
appraised of his and the others' orders as we get them.

Board summary on p 14.



ENKIDU

EPOCH IV

Attila Returns!!



THE CAST:

Dave Anderson (Green = G, 20 SP)
Ty Hare (Xanthous = X, 22 SP)
Wayne Morrison (Purple = P, 21 SP)

Michael Teuk
Paul Zieske
Rudy Zozda

(Orange = O, 28 SP)
(Red = R, 35 SP)
(Black = B, 26 SP)

THE BOARD:

BII: Him, PPII(C,M,F), Uln: BII: Mon, Tur, Wei(M), Ye(K),
G: Tur, GII: Cam, SAN(2), GIII: Alb(F,M), Hig, Irc, NGa,
OII: Bal, Mer(C,F), WAN(2,F), OIII: CMe, Cre, Pin(C,F), Wlb,
PI: Ara, SSB, GLa, GPi, Sha(M), PIII: GaD(e,M), GaV, Lin, Lev(M), MTI(M), PSD, UT(M), WDr,
Zag(C,M),
RII: Cam(C), Che, GPC, Gul, Irr, Sze: RIII: CEu, Dal, Den, Dni, Lib, LTi, NAg, NISM, Nub, Pol,
Pyr, SAp(C,M), SIB(M), U Nil
XIII: EDe, EGH, Mel, Mek, SiK, Sum, Yan,
Fleets: EMS (IR), WMS (IR)

SCORE (SP/VP): G(20/28), P(21/52), X(22/48), B(26/50), O(29/51), R(35/53)

EPOCH IV

Green passed to Red. Purple kept. Xanthous kept. Black passed to Green. Orange kept. Red had to pass to Black.

GWFTAS: (O). Play "Barbarians" in Tibet: GaD (5,1:2 -1PIII), GaV (4,3:4; 5,1:1 -1PIII), Irr (5,1:2:1 -1RII), Uln (5,2:3 -1RII), Sze (4,2:2 -1RII), Hin (5,3:2) 1RII, Wei (5,5:5,3; 2,1:5,3). Play I.A.C @ EDe (IXIII r-EGH), IF @ BoB, IA @ Cey, IA @ GaD, Irr, Sze, GaV, Uln. Score 5:1 + C(3x2) + N(1) + S(1) + NA(1P=3) + China(P=3) + Ind(D=6) + S Eur(D=6) + SE Asia(P=2) = 79.

GWFTAS: (G). Play "Gold Coast" IGLFC @ Gul. Play "Population Explosion". IA @ Den (1RII, r-CEu), IA @ Ngi (6,2:1 -1RII), IA @ SSB (5,5:4 -1PII), IA @ Sea, IA @ C Eu (4,3:2; 5,1:4 -2RII), IA @ LRh, IA @ NGa (1OIII), IF @ CMe (5,1:5; 6,1:5 -1OIII), NAg (2,2:5,2; 4,3:4,2; 3,2:3,3; 5,2:6,2 -2GIV). Score: 28 + c(1) + N(1) + MidE(P=3) + S Eur(P=3) + N Eur(C=6) = 42.

AWMS: (B). Play "Leader". Play IA @ WSI, IA @ Tur (4,2,1:1 -1GII), IA @ Hin, IA @ PSD (6,5,1:3 -1PIII), IA @ Zag (5,4,1:6; 6,4,3:3 -1BIV, 1PIII, C +c), IA @ EAn (5,5,3:3; 6,4,4:5 -2GII). Play "Siegecraft" @ I.A. @ Wan (5,4,2:5; 5,2,2:3 -2OII,F), IA @ Dal (6,3,1:8,3; 6,5,2:5,5 -1OII), IA @ Pin (6,4,3,3,2 -1OII,F,C +c), IA @ Mar (5,2,2:1 -1OII,F,C +c), IA @ Dal (5,5,1:1; 6,3,1:4 -2RII), IA @ Lev (5,2,2:6; 6,3,3:6; 5,4,2:5; 3,2,1:1 -1PIII), IA @ UTI (6,4,3:5 -1PIII). Score: 50 + C(1x2) + c(4) + N(5) + Mid E(D=6) + China(D=6) + Ind(P=3) + S Eur(D=6) = 79.

BYZANTINES: No show.

T'ANG DYNASTY: (X). Play "Anglo-Saxons": IA @ SSB (1GIV r-LRh), IF @ Nib, IA @ Alb (6,2:6+1,2 -1XII), Play "Barbarians" from Tibet: @ Tur (4,3:2 -1RII), @ Uln (5,2:5; 5,5:5; 4,2:6), Play I.A.C.M @ Yan (IXIII r-SaR), IA @ GPC (6,2:3 -1RII), IF @ SAp, IA @ Che (6,1:3 -1RII), IF @ SCS, IA @ Wes (4,1:3 -1RII), IA @ Tur, IA @ Tur (4,1:8; 4,2:2 -1XIV, 1BIV), IA @ PPI (1,1:3+1,2; 2,1:3+1,1 -2XIV). Score: 48 + C(1x2) + M(2) + S(3) + China(D=6) + India(P=3) + N Eur(P=2) + SE Asia (D=4) = 68.

ARABS: (P). Play "Disaster in Mte" at PPI (F,M,C +c) and "Weapony". I.A.C.M @ Ara, IF @ Red (3+1,2:4; 6+1,3:2 -1RF), IA @ Pa(4+1,1:1 -1RII), IA @ Lev (4+1,3:1 -1BIV), IA @ UTI (5+1,2:3), IA @ EAn (5+1,3:2,2 -1BIV), IA @ WAN (5+1,4:3 -1BIV), IA @ Zag (4+1,3:1 -1BIV,r), IA @ LTi (3+1,2 -1RII), IA @ PSD (4+1,2:3 -1BIV), IA @ PPI (5+1,2:3; 5+1,1:3 -2RII), IA @ Hin (5+1,1:6; 3+1,2:1 -1BIV), IA @ Nib (4+1,2:3 -1RII), IA @ Nub (5+1,2:6; 3+1,2:6; 6+1,2:4 -1PIV, 1RII), IA @ Bal (5+1,1,3:1 -1BIV), IA @ Uln (2+1,1:4; 2+1,1:4 -2PIV). Score: 52 + C(1x2) + M(6) + S(1) + Mid E(C=9) + NA(D=6) + India(P=3) + S Eur(P=3)

EMMERS: (R). Play "Civil War": IA @ Ara (3,1:5 no), IA @ Nil (2,1:5 no), UTI(4,3:5 no). Play "Empires Fertilize (3)": place forts in Sib, Cam, Uln. Play I.A.C @ Mek (IXIII r-Ma), IA @ (4,2:3; 6,4:6; 5,3:2; 5,2:2 -1BIV, 2XIV), IA @ Yan (6,2:2 -1XIV,C +c), IF @ SCS (5,1:4 -1XP). Score: 53 + C(3x2) + c(1) + M(3) + S(3) + NA(r-P=3) + Chin(P=3) + S Eur(P=3) + SE Asia(P=1) = 72.

SCORE (SP/VP): G(30/42), X(33,68), O(37/79), P(38/79), R(40/72), B(41/79).

Trading order is as above. Your card is _____. G & R are asked both to expedite their card decisions and to submit orders for both the Franks and the Vikings. Those on e-mail will get the word ASAP.

THE BOARD:

BII: Mon, Yel(c); BIV: Dal, Meer(c), Pin(c,M), WSI.
G: Gol(c,F); GII: Cam;
GIII: Alb(F,M), Hig, Irc, NGa; GIV: CEu, CMe, Dni, LRh(2), NGa, Sea, WGa.
OIII: Cre, Pin(C,F); OIV: Cey, EDe(C), GaD(M), GaV, Irr, Sze, Uln.
PI: GLa, GPL, Sha(M); PIII: Lin, MTi, WDr.

-Continued on p14



REVENGE IS SWEET NO DIESEL!



ERRATA: Hanna has only 5 B&M.

PLAYER STATUS: (* = at certificate limit of 11)
 Quist \$389, 5 B&O(Prez), 5 Erie(Prez) <Priority>
 Hanna \$439, 5 C&O(Prez), 1 B&O, 5 B&M(Prez)
 R. Fisher \$167, 6 NYNH&H(Prez), 4 NYC(Prez), 2 B&O(VP)
 Chinnery \$351, 5 PA(Prez), 1 NYNH&H
 Butitta \$453, 5 PA(VP), 1 C&O, 1 NYNH&H
 Morrison \$101, 6 CP(Prez), 1 NYC

CORPORATION STATUS:

Company	Value	Pool	Bank	Per	Cash	Trains	Tokens
PA	C 370	0	0	n/a	\$4	45	1
B&O	D110	0	2	\$100	\$344	4	1
C&O	E100	4	0	n/a	\$236	46	0
CP	A100	0	4	\$100	\$470	5	3
B&M	C82	1	4	\$90	\$22	5	0
Erie	D78	1	4	\$71	\$118	0	2
NYC	K40	1	4	\$82	\$19	4	2
NYNH&H	K20	2	0	n/a	\$0	0	0

OPERATING ROUND 7.5

PA: Lays Tile #9 in G3(nw). Run I15-H16-G17-G19N (\$190) & F2-H4-H10-H16-H18 (\$220). Pay dividends (DC +\$205, JB +\$205); so price goes to C185.

B&O: Lays #7 in I12(e). Play taken in H18E (\$344-100 = \$244). Run I15-I18-H16-G19S (\$200). Pay dividends (MQ +\$100, SF +\$40, CCH +\$20); price goes to D120.

C&O: Lays Tile #41 in I17(w). Run G19N-G17-H16-I19 (\$190) & F2-H4-H10-H16-H18W (\$220). Pay dividends (CCN +\$205, C&O +\$164, JB +\$41); so price moves to D110.

CP: Lays Tile #7 in D18(see) (\$470-80 = \$390). Run A19-B20 (\$50). Pay dividend (WMM +\$30); price rises to A112.

B&M: Lays #23 in E21(e). Run G19N-E19-E23-F24-F22 (\$220). Pay dividends (CCN +\$182, B&M +\$22); price goes to C90.

ERIE: Lays #67 in D10(nw). Run E11-D10 (\$90). Withhold dividends; price drops to D71.

NYC: Lays #8 in D18(see). Run E23-E19-G19N-F20 (\$190). Withhold; price tumbles to K30.

NYNH&H: Run E19-G19N-F20-F22-F24-E23 (\$230). Pay dividends (KBF +\$138, NYNH&H \$46, DC +\$23, JB +\$23); price soars to K30b.

STOCK ROUND 8

Quist buys 1 B&O (\$488-100 = \$389).
 Hanna buys 1 C&O (\$796-100 = \$696).
 Fisher passes. Chinnery buys and sells 1 B&O (\$558-100+120 = \$578).
 Butitta buys 1 B&M from JD (\$722-90 = \$632).
 Morrison buys 1 Erie from Pool (\$131-71 = \$60).
 Quist buys 1 Erie (\$369-71 = \$298).
 Hanna buys 1 B&M from JD (\$686-90 = \$596 *).
 Fisher passes. Chinnery buys 1 C&O (\$578-110 = \$468).
 Butitta buys 1 CP (\$532-100 = \$432).
 Morrison and Quist pass. Hanna buys 1 NYNH&H (\$596-30 = \$566 *).
 Fisher passes. Chinnery buys 1 B&M (\$468-90 = \$378).
 Butitta buys 1 CP (\$532-100 = \$432).
 Morrison and Quist pass. Hanna buys 1 NYC (\$566-30 = \$536 *).
 Fisher passes. Chinnery buys 1 NYNH&H (\$378-30 = \$348).
 Butitta buys 1 C&O (\$432-110 = \$322).
 All pass.

PA and NYNH&H are sold out and so rise to D220 and J40 respectively. Butitta has the Priority Card. Due next time are orders for ORs B.1 through B.3. We will halt if a diesel is bought.

PLAYER STATUS: (* = at Certificate limit)

Quist \$389, 0 B&O(Prez), 0 Erie(Prez)
 Hanna * \$536, 0 C&O(Prez), 1 B&O, 5 B&M(Prez), 1 NYNH&H, 1 N1
 R. Fisher \$341, 0 NYNH&H(Prez), 4 NYC(Prez), 2 B&O(VP)
 Chinnery \$369, 5 PA(Prez), 2 NYNH&H, 1 C&O, 1 B&M.
 Butitta \$522, 5 PA(VP), 2 C&O, 1 NYNH&H, 1 B&M, 2 CP(VP)
 Morrison \$60, 0 CP(Prez), 1 NYC, 1 Erie <Priority>

CORPORATION STATUS:

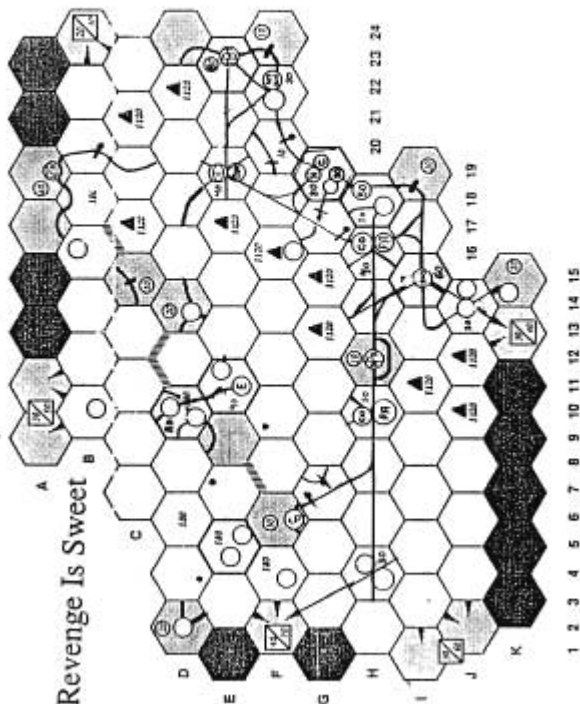
Company	Value	Pool	Bank	Per	Cash	Trains	Tokens
PA	B220	0	0	0/0	\$4	45	1
BAO	D120	1	0	n/a	\$344	4	0
CF	A112	0	4	\$100	\$390	6	5
C&O	D110	1	0	n/a	\$400	46	0
SAH	C90	0	2	\$90	\$44	5	0
Eric	D71	0	2	\$71	\$208	8	2
NYNH&H	J40	0	0	n/a	\$46	6	0
NYC	K30	0	4	\$82	\$209	4	2

TRAINS AVAILABLE: 000000

The Bank has \$5,430.

TILES AVAILABLE:

#3(2), #4(2), #7(2), #8(6), #9(5), #14(1), #15(0), #16(1), #18(1), #19(1), #20(1), #33(1), #34(3), #25(1), #26(1), #27(1), #28(1), #29(1), #39(1), #40(1), #41(1), #42(1), #43(2), #44(1), #45(2), #46(2), #55(1), #56(1), #57(4), #58(1), #59(1), #63(1), #64(1), #66(1), #68(1), #70(1)





1835

Runde 10.1 Kart

3+3-Loks werden verschrottet!

**Betriebsrunde 10.1a:**

BY: Legt #210 in H2(w). Rennt E19-H20-117-K11-28-J4-15-11 (240M) & H3-3-J6 (120M). Bezahl (DP +300); Preis geht zu C236.

PR: Legt #210 in H20(w). Rennt C11E-K19-H20 (150M). Bezahl (PZ +75M, MMF +30M, MT +25M, CCH +5M, LG +8M). Preis geht zu D172. Kauft 3+3- und 6-Lok (1208M-800-800 + 8M). Allen 3-Loks wurden verschrottet.

Wir nehmen zurück.

Spielderscheidung: (Aktienlimit = 9) (* = Doppelaktien) (# = an Aktienlimit)

Tauk: # 1225M, 1.5 PR, 1 SX, 2 WT*, 2 MS*, 6 OL*(Dir)
 Butitta (LG): # 725M, 9 SX(Dir), 0.5 PR, 1 WT <der Zug>
 Chinnery: # 619M, 10 BA*(Dir), 1 WT, 1 OL
 Hanns: # 258M, 1 PR, 10 HE*(Dir), 2 OL*
 Frucht: # 512M, 2 PR, 5 WT(Dir), 5 MS*(Dir)
 Farrow: 387M, 10 BY(Dir)
 Zisske: # 149M, 5 PR, 1 WT, 2 MS

Gesellschaftsteilung:

Name	Wert	Kartell	Bank	Gold	Züge	Token
BT	C236	0	0	88	4+	1
PR	D172	0	0	8	5+0	2
WT	A148	0	0	375	3+,5	0
BA	A132	0	0	690	3+	0
SX	D124	0	0	530	4	1
HE	C86	0	0	509	3+,5	0
MS	E80	1	0	0	4	0
OL	G86	1	0	380	4	0

Betriebsrunde 10.1b:

WT: Legt #213 in H2(w). Rennt H2-1-H3-L3-L6-J8 (170M) und D3-H2-G3-G5-F6 (170M). Bezahl (MMP +170M, MT +88M, LG +34M, DC +34M, PR +34M). Preis geht zu A168.

BA: Legt #218 in L14(w). Rennt E19-20-117-115-L14-K11 (180M). Bezahl (DC +180M); Preis geht zu A148. Kauft 6-Lok (450M-800 + 50M).

SX: Legt #63 in H10. Rennt H10-H20-E 9-C11B (190M). Bezahl nicht; Preis geht zu D112. Kauft 6+6-Lok (530M-190-720 + 0M); allen 3+3-Loks werden verschrottet.

HE: Legt #40 in F8(w). Rennt H2-3-J6-J8-L6 (220M). Bezahl (CCN -220M); Preis geht zu C86.

MS: Legt #46 in F18(w). Rennt H22-H30-E19-C11E (190M). Bezahl nicht; Preis geht zu E72. Kauft 5-Lok aus WT vor 190M (190M-190 + 0M).

OL: Legt #221 in C11(w). (380M-50 + 300M). Rennt D6-FB-C11-E19 (130M). Bezahl (MT +78M, CCH +26M, DC -13M, OL +13M); Preis geht zu G76.

Wir halten hier. Ich meinet habe hier Orders fuer Betriebsrunden 10.2 und 10.3. LG hat den Zug.

Spielderscheidung: (Aktienlimit = 9) (* = Doppelaktien) (# = an Aktienlimit)

Tauk: # 1410M, 1.5 PR, 1 SX, 2 WT*, 2 MS*, 6 OL*(Dir)
 Butitta (LG): # 767M, 9 SX(Dir), 0.5 PR, 1 WT <der Zug>
 Chinnery: # 830M, 10 BA*(Dir), 1 WT, 1 OL
 Hanns: # 512M, 1 PR, 10 HE*(Dir), 2 OL*
 Frucht: # 685M, 2 PR, 5 WT(Dir), 5 MS*(Dir)
 Farrow: 387M, 10 BY(Dir)
 Zisske: # 185M, 5 PR, 1 WT, 2 MS

Gesellschaftsteilung:

Name	Wert	Kartell	Bank	Gold	Züge	Token
BY	C236	0	0	68	4+	1
PR	D172	0	0	8	5+0	2
WT	A168	0	0	385	-	0
BA	A148	0	0	50	4	0
SX	D112	0	0	0	4,6+	1
HE	C82	0	0	509	5	0
OL	G76	1	0	340	4	0
MS	E72	1	0	0	4,5	0

Verfuegbare Zuege: 6+6+6-

Die Bank hat 5.695M.

Allen verfuegbaren Gleisen: #1(1), #2(1), #3(0), #4(1), #5(2), #6(3), #7(8), #8(3), #9(4), #12(6), #13(1), #14(2), #15(0), #16(2), #18(1), #19(2), #20(1), #23(0), #24(3), #25(1), #26(0), #27(1), #29(2), #29(1), #39(1), #40(1), #43(2), #43(2), #43(1), #44(2), #45(2), #47(2), #55(1), #57(1), #59(2), #63(1), #69(1), #70(1), #87(1), #88(0), #203(2), #204(0), #205(0), #206(1), #212(0), #213(0), #217(1), #218(1), #219(2), #220(1)



SILVERTON

TURN 5B/6A



ERRATA: SLC Ag is not affected by the IDN, so should be at \$1800. SLC Lumber is at \$800.

PLAYER STATUS

#1: Don Chinnery	\$1425, (S+1, P), #60, #2 (0.5 Au), P1, 11 (0.5 Ag)
#2: Bill Weidemann	\$2000, (S, P+1), P2, P3, #6 (0.5 Au), #8
#3: Wayne Morrison	\$250, (S+1, P), #64(9 C), #26(1.5 Ag), #27
#4: Paul Zieske	\$2000, (S, P+1), P5, #49(4 C), #52(5 C), #56?
#5: Michael Quist	\$250, (S+1, P), #111 Au), #9
#6: Dan Farrow	\$0, (S, P+1), P6

AVAILABLE CLAIMS:

#12: Eureka (Ag, \$500/\$250)	#18: Aspen (Ag, \$200/\$200)
#29: Lake City (Ag, \$300/\$150)	#34: Dolores (Imbr, \$700/\$200)
#38: Taos (Imbr, \$200/\$150)	#50: Aspen (C, \$300/\$150)?
#63: Alamo (C, \$300/\$150)?	Passengers Cards 4,7,9,10,11,1
The Deck	

TURN 5B/6A ACTION:

- #1: Decline #63. Operate #11 (-\$250; 11 = 1.5 Ag) and P1 (-\$100) / Survey NW from Westcliff (-\$700). Prospect Deck (#53).
- #2: Operate #3 (-\$200; 4+6 = 0.5 Au) & #6 (-\$200; S = D). Run P2 & P3 (-\$250+400). / Survey RNM to Leadville (-\$400). Prospect Deck (#62).
- #3: Operate #64 (-\$250; 7 -> 3 C) / Neither survey nor prospect.
- #4: Decline #56. Run P6 (-\$100) / Survey E toward Grand Junction (-\$500). Prospect Deck (#42).
- #5: Operate #9 (-\$250; 5+6 = 1 Au). Deliver 1 Au from Ringham to SLC (-\$8500)/Survey Rangely S towards GJ (-\$1000).
- #6: Operate P6 (+\$600)/Prospect #38 (-\$250).

DISPUTES: None.

THE MARKETS:

Gold:	4 +4 = -2 -> \$5500	Denver Silver	9-2 = nc -> \$1200
SLC Silver	4 + nc -> \$1800	Denver Lumber	11-3 = -2 -> \$200
SLC Lumber	10-2 = -1 -> \$600	Pueblo Lumber	12-2 = -2 -> \$200
SF Lumber	12-2 = -2 -> \$500	Denver Coal	9-2 = nc -> \$400
SLC Coal	5-2 = +2 -> \$500	Pueblo Coal	10-2 = nc -> \$100
SF Coal	8-2 = +1 -> \$300		

PLAYER STATUS

#1: Don Chinnery	\$575, (S+1, P), #60, #2(0.5 Au), P1, #11(2 Ag), 5
#2: Bill Weidemann	\$1850, (S, P+1), P2, P3, #8(0.5 Au), #3 (1.5 Au)
#3: Wayne Morrison	\$0, (S+1, P), #64(12 C), #26(1.5 Ag), #27
#4: Paul Zieske	\$1800, (S, P+1), P5, #49(4 C), #52(5 C), #42?
#5: Michael Quist	\$5500, (S+1, P), #1, #9(1 Au)
#6: Dan Farrow	\$350, (S, P+1), P6, #38

AVAILABLE CLAIMS:

#12: Eureka (Ag, \$500/\$250)	#18: Aspen (Ag, \$200/\$200)
#29: Lake City (Ag, \$300/\$150)	#34: Dolores (Imbr, \$700/\$200)
#42: Vallecitos (Imbr, \$300/\$150)?	#53: Craig (C, \$200/\$100)?
#56: Aspen (C, \$300/\$150)	#62: Canon City (C, \$200/\$100)
#63: Alamo (C, \$300/\$150)	Passengers Cards 4,7,9,10,11,1
The Deck	

Due next time are your Turn 6 operate and deliver decisions for your claims, and your surveying and prospecting druthers for Turn 7.

DEFUNCT CLAIMS: #10, 67

THE MAP:

Owned routes have their prices replaced by the owning player's number. Purple (snow-blocked) routes have their price/owner # underlined. Current prices have a black dot in the appropriate box.

PRESS:

The D&B (Denver and Boulder) RR has Silver available at Heber City.

Coal mine at Craig available; contact SLC & GJ RR.

SILVERTON

THE STATE OF COLORADO SALTWORKS

SALT LAKE CITY 30000

JAIL
No. 1000 to 1000
1000 to 1000

CONVENT

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CONVENT

SELLING PRICE CHART

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KREMLIN

The Factions Speak!!



YEAR 3

The Cast:

Dave Anderson: Rebel Unjustly Sarcastic Crazy Kennelring Idiatic Empire (RUSKIE)
 Scott Cameron: Politburo Organizing Committee of Hurok and Yekaterinasky (POCKY)
 Ron Fisher: Reaktionary Burakratic Faktion (RBF)
 Mark Frueh: Modern Madonna Faction (MMF) «3 Waves»
 Mike Quist: Bolshhevik And neo-Revisionist Fringe (BARF)
 Rudy Zadda: Belligerency, Ruthlessness and Imprisonment Best Establish Supremacy (BRIBES)

Rebel Unjustly Sarcastic Crazy Kennelring Idiatic Empire: I lost because of the power play between POCKY and myself on the first turn over the KGB Chief. If he hadn't done what he did, it might have been a different game.

Reaktionary Burakratic Faktion: That was a damned quick game!

Modern Madonna faction: Like a virgin, I must admit my first victory of postal Kremlin is very nice. But I shouldn't get too excited, I was very lucky and I'm not sure how I seemed to get a "Frueh" ride in the game. Did one or more players drop out and not use their intrigue card(s)? The game seemed to become very much in my control after the first year. The big mistake was the player using the assassination card while "A" Aparatchik was the Party Chief... (This is one of the most valuable intrigue cards in the deck and shouldn't be wasted too quickly)... My reason of the game was to place an opposition politician (controlled by others) as the Foreign Minister rather than demotion to lower levels. I thought that with this position the politician would do small harm to my game plan and would have to nominate one of my controlled members should a new Party Chief need to be "elected". Had the game continued for more than a year or two, I would have began losing control since numbers of my higher IP controlled politicians would begin kicking the Kremlin Wall for the last time.

I like the game and I know how difficult it can be to GM and to try to interpret players intentions and conditional orders. I would be willing to play again, but only after all other players get a chance to play - I do not want to bump anyone else from taking a slot. Thanks for the great job of GMing!

GM-BART: I agree that the critical play was the assassination card. However, this just capitalized on the inexperience of the new players. The only egregious blunder I noticed was a statement to the effect 'Vote 'Da' for any 2nd Level Politician.' and so Wasolin was elected, a candidate whose youth would protect him from an early trip to the Wall. Curiously, on several of the 'debugging' runs on my adjudicator, Victor ended up ill (++) on Turn 3, a situation that might have been a bit more tense.

--GILGAMESH (continued from p 14)

BOARD:

A1: GLA, GPI, Hon, Haki(C); A11: Cau, A111; Irc(2), A1V; Bal(c), Sap(c,M); AV: Cey, EDc(M), GaD, GaV, GPC(M), Kor, Mon, Sss, Uln(M), WDe, Wel, WGs, Yel; AV1: Che(C), Mek(c,M), SiK, Yan.
 B1: Gc(c,F), B11: Lin(M), Pal(c,F), Plm, PSD(C); B1V: LRh, NSP(2); BVI: Dee, Mex(C), Nam(C,M), Pal, PSb, Sam.
 G11: Bsb, G1V: Elm; GV: LT1(M), PPI(M), UT1(M), Zag(M).
 O1: Con, SAs, O11: Cam(C), Gu1; O111: Irr(2); O1V: Dun, Dni, Est, Wst; OV: Alb(2,M), CEu(2,C,M), Dal, Nap(2), NGa; OV1: Tar, Hin.
 P11: Hic(c,F); P111: Cre(c), Mon; P1V: Sum; P1V: Sca, Wm; PVI: Pyr(C,M); PVI: M11(c,F), Sha(2,C,F); R1V: Ara(C,M), Ean, Lev(M), Lib, MTI, N1L, Nub, UNL, Wan; RVI: Bra, CMA, EAs, EGH(M), S1b, WGs, W1b(C,M).
 Fleets: A11(IP,IR), EMS1(A), Ind1(IR), N1h(2P), Red1(IR), SCS1(IG), So2(2A), WMS1(A).
 Undefeated Capital: Tur

LEGEND: A = army, C = Capital, c = city, d = destroyed due to lack of legal retreat, F = fort (on land) or fleet (at sea), M = monument, r-?? = retreats to ???, S = sea points, LAL = one Azure Epoch II army, + = losses, = = gains.

--Enkidu (continued from p7).

PV: Ara(C,M), Bal, EAn, Hin, Lev(M), Nub, Pal, PPI, PSD, UT1(M), Wan, Za
 R1: Cam(C), Che, GPC, Gu1; R11: Lib, Nap, Pyr, Sap(C,M), S1b(P,M), U N11(P).
 R1V: Mek(C,M), SiK, Yan(c,M).
 X11: EGH(2), Mel, Sum; X1V: Che, GPC, Tar, Tur, Wss(M).
 Fleets: BoB(O), EMS(R), N1b(X), Red(P), SCS(R), So2(X), WMS(R)

LEGEND: A = army, C = Capital, c = city, M = monument, F = fort (on land) or fleet (at sea), r-?? = retreats to ???, S = sea points, B,G,O,P,S,X = faction colors, I-VII = epoch, 2G1V = two green Epoch IV armies, IR = one red fleet, (6,5;9 -1B1) = attacker rolls 6&5 defender (Black) rolls 3 and loses one Epoch II army.



DUNE

Fremen Win!



TURNS 9/10

ATREIDES: (R. Shacklett) KH, 3C, 0S, 1T in Red Chasm.
BENE GESSERIT: (Anderson) 4C, 10S, 5T in Imperial Basin(e9), 6T in Habbanya Ridge Sitch, 2T in Tusk's Sitch, 1T each in Sitch Tahr, Red Chasm, & Cielago South.
EMPEROR: (R. Fisher) 4C, 28S, 8T & 1* in Tusk's Sitch, 2T in Cielago South(a2), and 2T in South Mesa(e5).
FREMEN: (Morrison) 5C, 8S, 5T & 1* in Polar Sink, 1T in Habbanya Ridge Sitch, 2T in False Wall East(a9), 1T in Habbanya Erg, 2T & 1* at Sitch Tahr.
GUILD: (Teuk) 4C, 12S.
HARKONNEN: (Klausutis) 4C, 2S.
TANKS: A 5T, E 8T & 3*, F 5T & 1*, H 13T, G 12T, Cpt Aramsham, 5 Mapes, Dr Yush, Hawat, Chani, D. Idaho, Cpt Nefud, 5 Tusk, Bashar, F Rautha, Jamis, U Kudu.

The Shield Wall has been blown.

TURN 10

1. Storm moves to Sector 16.
2. Shah-Halud appears in Rock Outcroppings and destroys 6S there. Spice Blows web Red Chasm (6) and Funeral Plain (6). 10S remain in South Mesa and 8S in Cielago South.
3. Bidding: A & B receive 2S in CHOAM charity. There are 3 cards available.
 F bids 2S, buys _____ (-2S to E)
 A bids 2S, buys _____ (-2S to E)
 There were no bids on the third card.
4. Revival: A revives 2T, B revives 1T, E revives 1* & 2T (-4S), F revives 2T & 1*, G revives 3T (-4S), H revives 2T.
5. Shipping: F places 2T & 1* in Polar Sink.
6. Movement: B moves 8T from Imperial Basin to Arrakeen. F moves 5T & 1* from Polar Sink to Carthag. E moves 2T from Cielago South to Cielago East(a4).
7. Combat: none.
8. Spice Collection: E collects 4S in South Mesa and 1S for Tusk's Sitch. A collects 8S for Red Chasm. F collects 2S for Carthag. B collects 2S for Arrakeen.

Fremen control Carthag, Habbanya Ridge Sitch, and Sitch Tahr and win.

Due next time are end of Game Statement

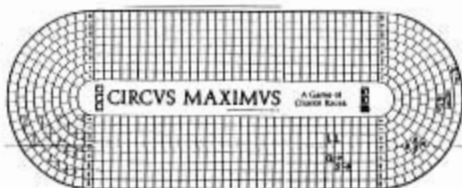
LEGEND: * = starred token, @ = aggressor, A = Atreides, B = Bene Gesserit, C = cart, E = Emperor, F = Fremen, G = Guild, H = Harkonnen, KH = Kwitsach Haderach, L = leaders, E = spice, a# = sector #, T = token.

ATREIDES: (R. Shacklett) KH, 4C, 2S, 1T in Red Chasm.
BENE GESSERIT: (Anderson) 4C, 20S, 8T in Arrakeen, 6T in Habbanya Ridge Sitch, 2T in Tusk's Sitch, 1T each in Sitch Tahr, Red Chasm, & Cielago South.
EMPEROR: (R. Fisher) 4C, 28S, 8T & 1* in Tusk's Sitch, 2T in Cielago East(a4), and 2T in South Mesa(e5).
FREMEN: (Morrison) 4C, 8S, 5T & 1* in Carthag, 1T in Habbanya Ridge Sitch, 2T in False Wall East(a9), 1T in Habbanya Erg, 2T & 1* at Sitch Tahr, 2T & 1* in Polar Sink.
GUILD: (Teuk) 4C, 8S.
HARKONNEN: (Klausutis) 4C, 2S.
TANKS: A 3T, E 6T & 2*, F 8T, H 11T, G 9T, Cpt Aramsham, 5 Mapes, Dr Yush, T Hawat, Chani, D. Idaho, Cpt Nefud, 5 Tusk, Bashar, F Rautha, Jamis, U Kudu.

The Shield Wall has been blown.

Optional Rules for HISTORY OF THE WORLD

- a) Preservation of culture (Rule 11.2)
- b) Fortresses (Rule 11.3)
- c) Perseance of culture (*Declination*, 1, #3, 1 (1994))
- d) Auction (*The General*, 29, #1, pp 26-27)
- e) US Navy: Give the US navigation in either the Atlantic or Pacific Oceans as well as the Caribbean.
- f) Seven player game (7th player starts with Sumeria).



PISCATOR BUYS OUT COWS:

DRPS	COLOR	DRIVER (DN/PN)	CART	WHEELS	TEAM	END	SPEED	I/F
2-1	White	Angela Amazonae (0/8)	H	0/0	8448	21	20	0/0
7-1	Blue	Quintus (+1/6)	H	0/0	844-	21	15	0/0
7-1	Purple	Sartorius (+2/9)	M	0/0	5435	20	19	0/0
9-1	Black	Flippus Maximus (+1/6)	H	0/0	5435	20	18	0/0
11-1	Red	Marcia Victoria (+3/8)	M	0/0	7436	21	21	0/0
16-1	Green	Maddus Davidus (0/5)	H	0/0	7545	12	21	0/0
20-1	Yellow	Randius Rebbus (+2/8)	H	0/0	5434	20	18	0/0
23-1	Pink	Luscious Lucius (+2/7)	H	0/0	5324	24	16/11	0/0

ERRATA: Last month's map was all bunged up. MV should be 1 square forward, RR one square back. PM, LL, and Q back two squares, and S back four. AA and MD were ok.

M. Victoria: 21, no whip. Move ahead 9 and out 4. Enter 20 lane. 1 Strain pt (16-1 = 3, -1 END); lose 1 MP. CDM becomes -2. Ahead 10. First Dolphin (D) scored.

R. Rebbus: 18, no whip. Ahead 11, in 2. Enter 17 Lane. Strain 1 pt (9-2 = --) (END); ahead 4. L. Lucius: 16, no whip. Lose 5 MP from previous attack. Ahead 11.

F. Maximus: 18, whips (+4 MP, -4 END) = 22. Ahead 11, attack A. Amazonae, cart-horse. AA brakes (7+) vs 12+0, -2 END; ahead 5, in 1. Enter 20 Lane. Strain 2 pts (10-1 = --) -2 END; ahead 5.

Sartorius: 19, no whip. Ahead 15, out 1. Driver lash attack on A. Amazonae; she brakes (3+2 vs 11, -2 END). Ahead 2 out 1, attack M. Davidus cart-to-horse. Davidus fails to brake (5+2 vs 8), but the attack is futile (4 = --) -1. Ahead 1, in 1.

A. Amazonae: 20, no whip. Ahead 20 in 24 Lane.

M. Davidus: 21, no whip. Ahead 5, in 1, enter 24 Lane, ahead 11, out 1 to 28 Lane, ahead 3. Quintus: 15, no whip. Ahead 12, in 1, ahead 2.

Due next time are orders for Turn 4. These should include the usual.

DRPS	COLOR	DRIVER (DN/PN)	CART	WHEELS	TEAM	END	SPEED	I/F
2-1	White	Angela Amazonae (0/8)	H	0/0	8448	17	20	1/0
7-1	Blue	Quintus (+1/6)	H	0/0	844-	21	15	0/0
7-1	Purple	Sartorius (+2/9)	M	0/0	5435	20	19	0/0
9-1	Black	Flippus Maximus (+1/6)	H	0/0	5435	27	18	1/0
11-1	Red	Marcia Victoria (+1/8)	M	0/0	7436	20	19	1/0
16-1	Green	Maddus Davidus (0/5)	H	0/0	7545	12	21	1/0
20-1	Yellow	Randius Rebbus (+2/8)	H	0/0	5434	25	18	1/0
23-1	Pink	Luscious Lucius (+2/7)	H	0/0	5324	24	16	0/0

NOTE: Marcia Victoria's "J" result negated the extra space she was trying to get, and also dropped her CDM to -2 for Turn 3; lucky for her no one attacked her! Above we report her DM as -1, but that is just for Turn 4, see Rule 7.32.

Yes, Rule 28.3 is in effect. We will thus have a winner of the race and a better winner. If there are more races we'll continue betting with the accounts carrying forward from race to race. The Piscator faction will be able to bet after the 1st and 2nd rounds (as per Rule 28.1), which will be the turns after the first two eggs fall. Since the odds aren't affected by these bets...

FAISS: F. Maximus to orswell. Methinks I'll sip some Mogenus Davidus blood out of these corners.

STELLAR CONQUEST

The games are presently awaiting:

FLESH GORDON--Combat & Production orders for Turn 36 and Orders for Turn 37-40.

SIMON WAGSTAFF--Combat orders for Turn 34 and orders for Turns 35-38.

Please expedite your orders. The time you save is five (at most) of ours.

Zine Register 24

Time to gather data once again!

First off, ZR's editor has moved!

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home phone (510) 825-2165, fax (510) 825-3419; email at
gaughan@netcom.com

Next issue due in early March.

EDITORS! Now is the time to inform me about your zine, so it can be included and reviewed in *Zine Register* 24. If I already know about your zine, you should find enclosed a data sheet to fill out (guidelines for filling it out are at the bottom of this page). If you edit a zine but don't get an info sheet from me, you can get into ZR by sending me three sample issues of your zine before February 15.

READERS! If you wish to help in the production of the postal game hobby's directory and review, write up your reviews of the amateur zines you see and send them in before February 15.

When writing reviews, it's much more important to get your impressions about zines, your likes and dislikes, than it is to get technical data like size or cost. However, if you know of a zine which was not listed in the last *Zine Register* send all the details you can, especially addresses—we may already know about them but why take any chances? If needed, submissions may be made by email, or by aircil file (IBM or Macintosh) on 3.5 diskette.

7 December 1994

EVERYONE! Not only do I want you to review amateur postal game zines, but I also would like:

- reviews of *Zine Register* itself—what's right or wrong with it?
- reviews of the hobby for 1994—write up the most noteworthy events and people of the year for publication in our Year In Review.
- subscriptions!! If you want to get ZR24 as soon as it comes out, and you're not trading to get it, then send \$2 (\$4 for those overseas).

New Regime

After this issue, there will be a new *Zine Register* editor: Michael Lowrey. There will certainly be changes in ZR besides its format when Michael takes over—he will have to decide whether to continue the Zine Bank service and several of the ZR feature sections. Please support him as well as you've supported me!

Publicity Stunts

I hope that Dipzine publishers will reprint the top section of this flyer. If you're a zine editor and you don't have room for this sheet, would you please mention ZR to your readers?

Thanks for your help in making this a true hobby service!

.....Pete Gaughan

On Deck

1829: Zieske(S), Chinnery(N), Wordelmann, Quist, Farrow(S). Could take 4

1830: Bedkin(?), Chinnery, Farrow, Kleusitis, Morrison, Zieske. Wordelmann, Hare, Osborne. Alternates Chinnery, Fruch, Teuk & Wordelmann. Puffenberger & Zieske for "Coalfields", Weiss any variant.

1835: Chinnery, Quist, Wordelmann, Zieske & Hare signed up. Chinnery and Farrow signed up for any variant. Alternates Fruch, Teuk & Wordelmann.

SOURCE: "Aids-Chur" closed. "Beldhoms" has continuous openings. "Clearwine" about to begin.

CIVILIZATION: Carboneau, Morrison, Weiss, Osborne, Asfeld

DIPLOMACY: Whitehead(?), Osborne, Asfeld. Alternates Carboneau, Ford, Franz, Fruch, Hanna, Morrison, Saxler, Teuk, Wilson.

DOWN WITH THE KING: Butitta, Vendine(?), Campisano, Osborne. Need 1 to 4 more.

DUNE: Andersen, Weiss, Osborne, Byrdon(?).

HISTORY OF THE WORLD: Weiss, Farrow, Zedde, Carpenter(?), Asfeld, Carboneau

KINGMAKER: Carboneau, Osborne

KREMLIN: Campisano.

LIFFOFF: York, Cox, Butitta, Campisano

MAGIC REALM: Carboneau, Bedkin(?), Chinnery, Osborne, Cameron, Butitta (need 1-10 more)

MAHARAJA: Cameron, Morrison

MERCHANT OF VENUS: Quist, Puffenberger, Wordelmann, Chinnery, Weiss, Osborne

TITAN: Carboneau, Osborne

OTHER POSSIBILITIES: ADVANCED CIVILIZATION, DARKOVER, GODSPIRE, GUNSLINGER, JUNTA, KAMAKURA, MYSTIC WOOD, PLANET MINERS, RAIL BARON, STELLAR CONQUEST, TALES OF THE ARABIAN NIGHTS, TUFABET

HISTORY OF THE WORLD Abbreviation

Albion	Alb	Great Plains	GPI	Perian Plateau	PPI
Appalachia	App	Qutans Highlands	Gui	Perian Salt Desert	PSD
Arabian Peninsula	Ara	Highlands	Hig	Pyrenees	Pyr
Atlantic Ocean	Atl	Hindu Kush	Hin	Red Sea	Red
Australia	Aus	Hokaido	Hok	S Africa	SAF
Balkans	Bal	Honshu	Hon	S Andes	SAH
Bay of Bengal	BoB	Indian Ocean	ind	S Appenines	SAP
Black Sea	Bla	Ireland	Ire	Scandinavia	SCA
Brazil	Bra	Irrawaddy	Irr	S China Sea	SCS
Baltic Seaboard	BSb	Korean Peninsula	Kor	Shatta Plateau	Sha
Central Africa	CAF	Levant	Lev	S Iberia	SIb
Central America	CAM	Libya	Lib	Si-Kyang	SIK
Caribbean Sea	Car	Lower Indus	Lin	Sea of Japan	SoJ
Caucasus	Cau	Lower Rhine	LRh	Sumatra	Sum
Central Europe	CEu	Lower Tigris	LTi	Szechuan	Sze
Ceylon	Cey	Madagascar	Mad	Tarim Basin	Tar
Chokiang	Che	Malayan Peninsula	Mal	Turanian Plain	Tur
Central Massif	CMA	Manchurian Plain	Man	Upper Indus	Uin
Congo Basin	Con	Mekong	Mek	Upper Nile	UNI
Crete	Cee	Mexican Valley	Mex	Upper Tigris	UTI
Dalmatia	Dal	Mongolia	Mon	W Anatolia	WAN
Danubia	Dan	Morea	Mar	W	
Deep South	Dee	Middle Tigris	MTi	Deccan	WDe Wei
Drasper	Dni	N Andes	NAN	River	Weis W
E Africa	EAF	N Appenines	NAP	Gaul	WGa
E Anatolia	EAn	N European Plain	NEP	W Ghats	
E Deccan	EDe	N Gaul	NGa	WGH	
E Ghats	EGh	New Guinea	New	W Iberia	WIB
E Indies	EIn	Nile Delta	Nil	W Indies	WIn
E Med Sea	EMS	North Sea	Nth	W Med Sea	WMS
E Steppe	Est	Nubia	Nub	W Steppe	WSt
Ganges Delta	GD	Pacific Ocean	Pac	Yangtze Kian	Yan
Ganges Valley	GVA	Pacific Seaboard	Psb	Yellow River	Yel
Great Lakes	GLa	Palestine	Pal	Zagros	Zag
Gold Coast	Gul	Patagonia	Pat		
Great Plain of China	GPC	Pindus	Pin		

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 DEADLINE FOR ALL GAMES IS 1200 NOON CENTRAL TIME 4 FEB 96

The Bottom Line

This is BORIS THE SPIDER, a 'zine dedicated to the play of multiplayer games. BORIS is published the first or second Sunday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy or \$1 by E-mail via GMAIL or INET. A hardcopy sub will also include an E-mail sub. Make checks payable to "Paul R. Bolduc". BORIS can be reached at (904) 863-9081, GENIE P.BOLDUC1, INET BOLDUC@EGLIN.AF.MIL or P.BOLDUC1@GENIE.GEIS.COM. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in old-time TV, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing the Mighty Mr. Nurf's recorded message.

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